

A Summary of Missouri Hunting and Trapping Regulations

Effective March 1, 2010



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What's New in 2010

- Nonresident landowner spring turkey hunting permits are no longer available. Nonresident landowners age 16 and older must now purchase the Nonresident Spring Turkey Hunting Permit at the regular price. Resident and nonresident youth age 6 to 15 may purchase spring turkey hunting permits at half the price of resident permits.
- The Cable Restraint Permit is no longer required; however, trappers must successfully complete an approved training course. Also, cable restraints now may be used from Dec. 15, 2010, through Feb. 28, 2011.
- Thermal imagery equipment cannot be used while hunting.
- The daily limit for squirrels has been raised from 6 to 10, and the possession limit is now 20.
- Otter and muskrat trapping zones have been eliminated. The statewide season is Nov. 15 through Feb. 20 throughout the state, with no daily or possession limit.
- Registering and tagging trapped otters must be done by April 10.
- To keep chronic wasting disease out of Missouri, new guidelines have been set for hunters bringing deer, elk and moose carcasses into the state. See page 15.

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Hunting and Trapping in Missouri

After centuries of being hunted and trapped, most of the state's native wild creatures are still with us. Many of them are as abundant now as they were 300 years ago. For a long time people believed that wildlife was doomed to disappear as humans changed the landscape. It was only a little more than 100 years ago that serious attempts to manage the state's wildlife began, and only a little more than 70 years ago that science-based game management began.

Species such as deer and turkey have been brought back from the edge of extinction, and skillful management has maintained other wildlife populations that otherwise might have slipped away. A major part of managing our wildlife is regulating what, how, where and when we may hunt and trap. That's where the *Wildlife Code* comes in. The *Wildlife Code of Missouri* is a permissive code. A permissive code means that rather than giving you an endless list of "thou shalt nots," we tell you what you may do.

You may take or attempt to take only those animals and furbearers permitted by the *Code*, and only by methods, and only at the times and under the circumstances specified in the *Code*. These regulations are necessary to protect and manage Missouri's abundant game and furbearer populations and to make access to Missouri hunting and trapping as fair and simple as possible.

In Your Hands

The information in this booklet is only a summary of the hunting and trapping rules. It is **NOT** a legal document and is subject to revision during the current year. Refer to the *Wildlife Code of Missouri* or the *Missouri Code of State Regulations* for complete rules.

See: www.sos.mo.gov/adrules/csr/current/3csr/3csr.asp



Practice hunter safety at all times.

Wear hunter-orange clothing to be more visible to other hunters. Make sure your firearm is unloaded, except when actually hunting or preparing to shoot, and treat every firearm as though it were loaded.

Permits: General Information

Everyone who hunts or traps must have an appropriate hunting or trapping permit or qualify for an exemption. Also, every hunter born on or after Jan. 1, 1967, must have completed an approved hunter-education program in Missouri or another state and display a hunter-education certificate card to buy any firearms hunting permit unless they are hunting:

- on a resident firearms deer or turkey hunting permit with a qualifying mentor and are 6 through 15 years of age,
- on a resident landowner deer and/or turkey hunting permit
- under the provisions of the Apprentice Hunter Authorization. See below.

Hunter-education Requirements and Exceptions

You must be at least 11 years old to receive hunter-education certification. The Missouri Conservation Heritage Card with a hunter-education number on it is an accepted hunter-education certificate card. Hunters who have a hunter-education certificate card are required to carry their card or a permit with the hunter-education number on it while hunting with a firearm. A hunter-education card need not be displayed if certification can be verified at the vendor's computer terminal.

Any person 6 through 15 years old may purchase firearms deer and turkey hunting permits without displaying a hunter-education certificate card.

However, the youth must hunt in the immediate presence of a properly licensed adult age 18 or older who has a valid hunter-education certificate card or was born before Jan. 1, 1967.

“Immediate presence” means close enough for normal conversation, without shouting. “Properly licensed” means a valid firearms hunting permit for the appropriate season. In the case of deer and turkey permits, the mentor’s permit can be either filled or unfilled.

Attention Mentors

When mentoring a firearms hunter who is not hunter-education certified, all mentors, including landowners hunting on their own land, must be at least 18 years old and hunter-education certified unless they were born before Jan. 1, 1967.

If you need to become certified, check out the online course at mdc.mo.gov/17844, or call a Department office to sign up for a course near you.

Apprentice Hunter Authorization

To help introduce adults to hunting, the Conservation Department allows hunters age 16 and older who are not hunter-education certified to hunt with firearms, as long as they:

- first purchase an Apprentice Hunter Authorization
- then purchase a hunting permit for the season in which they want to hunt
- and hunt in the immediate presence of a properly licensed adult age 18 or older who has a valid hunter-education certificate card or was born before Jan. 1, 1967.

Note: The Apprentice Hunter Authorization by itself does not allow you to hunt. It only allows persons who have not completed a hunter-education certification course to purchase firearms permits throughout the permit year. The Apprentice Hunter Authorization can be purchased for no more than two years.

Permit Exemptions

Missouri resident landowners, lessees who lease and reside on leased land, and any member of their immediate households whose legal residence is the same as the landowner or lessee, may hunt—*except deer or turkey*—or trap on lands they own or, in the case of lessees, where they live, without a permit, except:

- a Missouri Migratory Bird Hunting Permit is required for waterfowl, snipe, doves, woodcock and rails
- a federal duck stamp is required for hunting waterfowl
- a Conservation Order Permit is required for light geese during the Conservation Order
- a Resident Fur Handlers Permit is required to possess raw fur past the possession date

While hunting on their own land, hunters must comply with appropriate seasons, methods, limits and checking requirements.

Any Missouri resident 65 years of age or older may hunt (but not trap) wildlife (except deer or turkey) without a permit but must carry proof of age and residence when hunting, except:

- a Missouri Migratory Bird Hunting Permit is required for waterfowl, snipe, doves, woodcock and rails
- a federal duck stamp is required for hunting waterfowl
- a Conservation Order Permit is required for light geese during the Conservation Order

Anyone age 15 and younger may trap without a permit. They may also hunt wildlife (except deer or turkey) without a permit,

■ **IF** he or she is in the immediate presence of a licensed adult hunter age 18 or older who has a valid hunter-education certificate card or was born before Jan. 1, 1967

■ **OR** he or she carries a valid hunter-education certificate card.

Any honorably discharged resident or nonresident veteran having a service-related disability of 60 percent or greater or who was a prisoner of war during military service, may hunt (but not trap) wildlife (except deer or turkey) without a permit but must carry a certified statement of eligibility from the Veterans Administration when hunting, except:

- a Missouri Migratory Bird Hunting Permit is required for waterfowl, snipe, doves, woodcock and rails
- a federal duck stamp is required for hunting waterfowl
- a Conservation Order Permit is required for light geese during the Conservation Order.

Note: Nonresidents who meet the above requirements also can purchase resident permits.

Permits are not licenses to trespass!

The issuance of a hunting or trapping permit does not authorize trespassing on private lands. Remember that your behavior reflects on all hunters and trappers. Respect the rights of private landowners.

Qualifications for Resident Permits

A **Missouri resident**, for permit purposes, is a person:

- who does not claim resident privileges in another state or country
- and whose actual residence and legal permanent home address are both in Missouri and have been for at least 30 days before obtaining the permit.

Owning real estate or attending a Missouri school does not in itself make you a legal resident. Immigrants who possess an I-551 Resident Alien Card may receive resident permit privileges if they meet the resident requirements listed above.

A *nonresident who is a registered student* attending a public or private secondary, post secondary, or vocational school in Missouri and who lives in Missouri while attending school may purchase resident permits, except lifetime permits. Students must carry evidence of a Missouri residence and student status while hunting, fishing or trapping. Permits must be purchased at Conservation Department offices that sell permits.

The following military personnel and their immediate family members who reside with them also may purchase resident permits:

- Missouri residents employed by the United States in the District of Columbia or serving in the U.S. armed forces
- all members of the U.S. armed forces stationed and residing in Missouri who are on permanent change of station status

Permit Obligations

Accepting a permit means that you:

- agree to observe all the rules of the *Wildlife Code*;
- will allow an agent of the Conservation Department to inspect your picture ID, permit, game taken and your hunting or trapping equipment;
- will hunt or trap wildlife in a safe manner;
- will not loan your permit or hunting method exemption to another; and
- will sign and carry your permit while hunting or trapping. If you ordered your permit by telephone or online and have not received the permit by mail, you must carry the permit authorization number and picture identification with you while small game hunting or trapping until your permit arrives. However, to hunt deer and turkey, you must have the actual permit in your possession.

Note: The Conservation Commission may suspend, revoke or deny a permit or privilege for cause, especially for injuring another person while hunting.

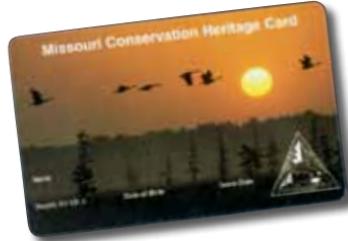
Check out the
online hunter-education courses
at mdc.mo.gov/17844.



Purchasing Permits

You can purchase or replace your permits:

- at local permit vendors
- toll free by calling 1-800-392-4115
(additional \$2 fee per person applies)
- online at www.wildlifelicense.com/mo
(additional \$2 fee per person applies).



Allow 10 days for delivery of telephone and online purchases. Lost or mutilated permits can be replaced by any vendor after verifying through a computer file that you had purchased a permit. A replacement permit costs \$2.

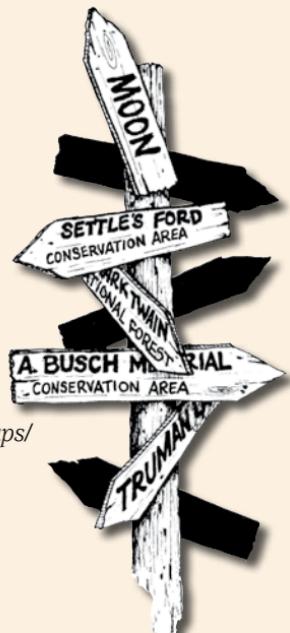
The Missouri Conservation Heritage Card, a Missouri Conservation identification number, social security number or drivers license number is required to purchase all permits.

The Heritage Card is similar in appearance to a credit card. It stores registration information on a magnetic strip. The vendor scans the card and keys in the type of permit needed. A printer then issues the permit. The card also can be purchased to replace a lost hunter-education card when the certification can be verified through Department records. Heritage Cards can be purchased for \$2 wherever permits are sold. The card owner will receive a 15 percent discount on selected retail merchandise sold at Conservation Department facilities. Please allow 4 to 6 weeks for delivery. **Note:** The Heritage Card is not a permit.

Need a Map?

For Conservation Department land:

- Missouri Department of Conservation
P.O. Box 180, Jefferson City, MO 65102-0180
573/751-4115
mdc.mo.gov/atlas
- Conservation areas through Google Earth's satellite images and maps
mdc.mo.gov/11017



For U.S. Forest Service land:

Mark Twain National Forest, U.S. Forest Service
401 Fairgrounds Road, Rolla, MO 65401
573/364-4621; www.fs.fed.us/r9/forests/marktwain/maps/

For federal lakes and associated lands:

U.S. Army Corps of Engineers
corplakes.usace.army.mil/visitors/visitors.cfm

For topographic maps:

U.S. Geological Survey
888/275-8747; store.usgs.gov

For aerial photographs:

Your county Farm Service Agency office; www.fsa.usda.gov

Lifetime Permits show commitment to conservation

For hunters who want to make a long-term commitment to supporting Missouri wildlife, the following permits are available.



Lifetime permits are available to Missouri residents only. Proof of residency, such as a photocopy of a valid Missouri driver's license, is required. For children under the age of 18, the parents' residency will be used.

All lifetime permit holders receive a durable plastic permit card to carry in the field and special mailings to keep them updated on seasons, regulation changes and other information.

You must apply for lifetime permits by filling out a lifetime permit form, which is available:

- online at mdc.mo.gov/8849
- by calling 573/522-4115, ext. 3574, or
- by writing to Lifetime Permits, Missouri Department of Conservation, P.O. Box 180, Jefferson City, MO 65102-0180

Please allow 10 days after sending in your application for your permit to be delivered to you. Lifetime permits cannot be purchased at permit vendors or online. Periodic validation of lifetime permits will be required.

Resident Lifetime Small Game Hunting Permit—This permit carries the same privileges as the Resident Small Game Hunting Permit, Migratory Bird Hunting Permit and Conservation Order Permit. Deer and turkey hunting privileges are not included. A federal duck stamp is required for hunting waterfowl.

Age 15 and under	\$275
Age 16-29	\$400
Age 30-39	\$350
Age 40-59	\$300
Age 60 and over	\$35

Resident Lifetime Conservation Partner Permit—This permit carries the same privileges as the Resident Hunting and Fishing Permit, Trout Permit, Migratory Bird Hunting Permit and Conservation Order Permit. Deer and turkey hunting privileges are not included. A federal duck stamp is required for hunting waterfowl.

Age 15 and under	\$550
Age 16-29	\$800
Age 30-39	\$700
Age 40-59	\$600
Age 60 and over	\$70

Missouri Hunting & Trapping Permits

Hunters and trappers can choose from a variety of permits and pick the ones that best fit their needs. The permits, unless noted otherwise, are valid from date of purchase through the last day of February 2011.

To chase (*except for deer and turkey*), pursue, take, possess and transport wildlife and to sell furbearers taken by hunting or trapping you will need, unless otherwise exempted, one or more of the following:

■ RESIDENT PERMITS

Resident Small Game Hunting Permit \$10

For frogs, birds (*except turkey*), mammals (*except deer*), and to sell furbearers taken by hunting^{1,2,3}

Resident Small Game Hunting and Fishing Permit \$19

For fish, frogs, mussels, clams, turtles, crayfish, live bait, birds (*except turkey*), mammals (*except deer*), and to sell furbearers taken by hunting^{1,2,3}

Resident National Guard and Reserve Service

Small Game Hunting and Fishing Permit \$5

For Missouri residents who are currently, or have in the previous 12 months, been mobilized and serving on full-time active military duty in the National Guard (federal status) or reserve forces of the United States to take fish, frogs, mussels, clams, turtles, crayfish, live bait, birds (*except turkey*), mammals (*except deer*), and to sell furbearers taken by hunting^{1,2,3}

To apply, fill out an application, which is available:

- online at mdc.mo.gov/9213
 - by calling 573/522-4115, ext. 3579
 - or by writing to National Guard Permits, Missouri Department of Conservation, P.O. Box 180, Jefferson City, MO 65102-0180
- Allow 10 days after sending in your application for your permit to be delivered. This permit is not available at vendors or online.

Resident Firearms Any-Deer Hunting Permit

For any deer statewide (See *Fall Deer & Turkey Hunting Regulations* booklet for restrictions)

Age 16 and older.....	\$17
Age 6-15 ⁴	\$8.50

Resident Firearms Antlerless Deer Hunting Permit

For antlerless deer in counties where allowed

Age 16 and older.....	\$7
Age 6-15 ⁴	\$3.50

1 A federal duck stamp also is required for hunting waterfowl.

2 A Missouri Migratory Bird Hunting Permit also is required for hunting waterfowl, doves, snipe, woodcock and rails.

3 A Conservation Order Permit is required for hunting snow, blue and Ross's geese during the Conservation Order.

4 If not hunter-education certified, a youth hunting on a firearms permit must be in the immediate presence of a properly licensed adult age 18 or older who is hunter-ed certified or exempt by age.

Apprentice Hunter Authorization \$10

This is not a permit to hunt. It allows persons age 16 and older to purchase and use firearms hunting permits without displaying a hunter-education certificate card. The holder of this authorization also must purchase a firearms hunting permit and hunt in the immediate presence of a properly licensed adult age 18 or older who is hunter-education certified or born before Jan. 1, 1967. See page 2 for more details.

Resident Managed Deer Hunting Permit

For deer taken during a managed hunt	
Age 16 and older.....	\$17
Age 11-15.....	\$8.50

Resident Archer's Hunting Permit

For deer, turkey and small game during the prescribed seasons	
Age 16 and older.....	\$19
Age 6-15	\$9.50

Resident Archery Antlerless Deer Hunting Permit

For antlerless deer during the archery deer hunting season in counties where allowed	
Age 16 and older.....	\$7
Age 6-15	\$3.50

Resident Turkey Hunting Permits:

Spring seasons statewide	
Age 16 and older.....	\$17
New! Age 6-15 ⁴	\$8.50

Fall season in counties where allowed	
Age 16 and older.....	\$13
Age 6-15 ⁴	\$6.50

Resident Trapping Permit \$10

For trapping furbearers, rabbits and groundhogs, and to sell all these except rabbit carcasses. Valid until June 30, 2011.

Resident Fur Handlers Permit \$10

For possessing, processing, transporting and shipping legally taken raw or untanned pelts and carcasses of furbearers from Feb. 16 through June 1, which is beyond the normal possession season. Must also have resident hunting or trapping permit to take furbearers or be exempt. Only pelts taken by the permit holder may be possessed. Pelts sold within Missouri to a fur dealer or buyer must be fleshed, stretched and dried. Valid until June 30, 2011.

Resident Landowner Spring Turkey Hunting Permit Free

Resident landowners of at least 5 continuous acres, lessees who lease and live on at least 5 continuous acres, and everyone who lives in the home with the landowner or lessee, can qualify for this no-cost permit for use on their land. No-cost permits are available at vendors.

Resident Landowner Fall Deer and Turkey Hunting Permits..... Free

Resident landowners of at least 5 continuous acres, lessees who lease and live on at least 5 continuous acres, and everyone who lives in the home with the landowner or lessee can qualify for the following no-cost permits for use on their land: Fall Firearms Turkey Hunting permits; Firearms Any-Deer Hunting Permit, Archer's Hunting Permit and Archery Antlerless Deer Hunting Permit. In addition, resident landowners of 75 or more acres in a single county also can qualify for no-cost Firearms Antlerless Deer Hunting permits, where allowed.

Resident Conservation Order Permit \$5

To pursue, take, possess and transport snow, blue or Ross's geese during the Conservation Order. Required of all residents, including landowners, who are 16 years of age or older. **Note:** This is the only permit needed to hunt during the Conservation Order.

■ PERMITS FOR BOTH RESIDENTS AND NONRESIDENTS**Migratory Bird Hunting Permit \$6**

For waterfowl, doves, snipe, woodcock and rails. Must also have a hunting permit that allows taking birds, unless exempt. Required of all residents and nonresidents, including landowners, who are 16 years of age or older. Valid July 1, 2010, through June 30, 2011.^{1,3}

Licensed Hunting Preserve Hunting Permit \$10

For pheasants, exotic partridges, quail and hoofed animals from a licensed hunting preserve. Available only at licensed hunting preserves.

Three-Day Licensed Hunting Preserve Hunting Permit \$5

Same as Licensed Hunting Preserve Hunting Permit, but good for three consecutive days only. Available only at licensed hunting preserves.

■ NONRESIDENT PERMITS**Daily Small Game Hunting Permit..... \$11**

For frogs, birds (*except turkey*), mammals (*except deer and furbearers*) and to chase furbearers for training dogs during the closed season. May be purchased for multiple days.^{1,2,3}

Nonresident Small Game Hunting Permit..... \$80

For frogs, birds (*except turkey*), mammals (*except deer and furbearers*) and to chase furbearers for training dogs during the closed season^{1,2,3}

¹ A federal duck stamp also is required for hunting waterfowl.

² A Missouri Migratory Bird Hunting Permit also is required for hunting waterfowl, doves, snipe, woodcock and rails.

³ A Conservation Order Permit is required for hunting snow, blue and Ross's geese during the Conservation Order.

⁴ If not hunter-education certified, a youth hunting on a firearms permit must be in the immediate presence of a properly licensed adult age 18 or older who is hunter-ed certified or exempt by age.

Nonresident Firearms Any-Deer Hunting Permit

For any deer statewide (See *Fall Deer & Turkey Hunting Regulations* booklet for restrictions)

Age 16 and older.....	\$225
Age 6-15 ⁴	\$8.50

Nonresident Firearms Antlerless Deer Hunting Permit

For antlerless deer during the firearms deer hunting season in counties where allowed. A Nonresident Firearms Any-deer or Managed Deer Hunting Permit is a prerequisite.

Age 16 and older.....	\$25
Age 6-15 ⁴	\$3.50

Nonresident Managed Deer Hunting Permit

For deer taken during a managed hunt

Age 16 and older.....	\$225
Age 11-15.....	\$8.50

Nonresident Archer's Hunting Permit

For fall archery deer and turkey seasons, and small game (*except furbearers*) during the prescribed seasons

Age 16 and older.....	\$225
Age 6-15	\$9.50

Nonresident Archery Antlerless Deer Hunting Permit

For antlerless deer during the archery deer hunting season in counties where allowed. A Nonresident Archer's Hunting Permit is a prerequisite.

Age 16 and older.....	\$25
Age 6-15	\$3.50

Nonresident Turkey Hunting Permits:

Spring seasons statewide

Age 16 and older.....	\$190
New! Age 6-15 ⁴	\$8.50

Fall season in counties where allowed

Age 16 and older.....	\$110
Age 6-15 ⁴	\$6.50

Nonresident Furbearer Hunting & Trapping Permit \$130

For furbearers. Valid until June 30, 2011.

Nonresident Conservation Order Permit \$40

To pursue, take, possess and transport snow, blue or Ross's geese during the Conservation Order. Required of all nonresidents 16 years of age and older. This is the only permit needed to hunt during the Conservation Order.

¹ A federal duck stamp also is required for hunting waterfowl.

² A Missouri Migratory Bird Hunting Permit also is required for hunting waterfowl, doves, snipe, woodcock and rails.

³ A Conservation Order Permit is required for hunting snow, blue and Ross's geese during the Conservation Order.

⁴ If not hunter-education certified, a youth hunting on a firearms permit must be in the immediate presence of a properly licensed adult age 18 or older who is hunter-ed certified or exempt by age.

Migratory Bird Hunting Permit Requirements



The following permits are required of all residents and nonresidents, including landowners, 16 years of age or older:

For doves, woodcock, rails or snipe:

- a Missouri Migratory Bird Hunting Permit
- a permit to hunt small game, unless exempt (*See pages 2-3 for exemptions.*)

For ducks, geese or coots:

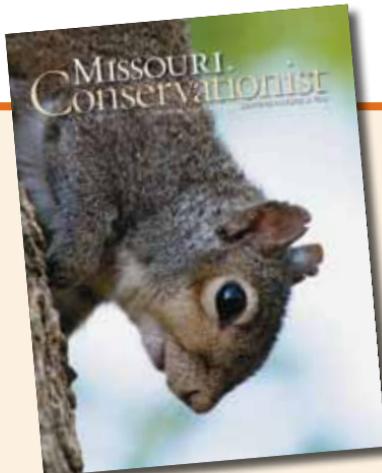
- a Missouri Migratory Bird Hunting Permit
- a permit to hunt small game, unless exempt (*See pages 2-3 for exemptions.*)
- a federal duck stamp

For snow, blue or Ross's geese during the Conservation Order:

- a Conservation Order Permit (This is the only permit required during the Conservation Order.)

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Circulation Office, Missouri Department of Conservation
P.O. Box 180, Jefferson City MO 65102-0180

In-state subscribers can order online at mdc.mo.gov/conmag.

You'll begin receiving the magazine in about 6 to 8 weeks.
(One magazine per household, please.)

Hunting: General Provisions

It is illegal to intentionally leave or abandon any portion of any wildlife that is commonly used as human food.

Dogs may be used in hunting wildlife—*except deer, turkey, muskrat, mink, river otter and beaver*. The hunting of furbearers with dogs during daylight hours is prohibited statewide from Nov. 1 through the close of the November portion of the firearms deer season and during the antlerless portion in counties that are open during that portion. Dogs may NOT be used to hunt squirrels and rabbits during the daylight hours of the November portion of the firearms deer season in the following counties: Butler, Carter, Dent, Iron, Madison, Oregon, Reynolds, Ripley, Shannon and Wayne.

While hunting, all dogs, except for those used by waterfowl and game bird hunters, must wear a collar with the owner's full name and address or telephone number. For training dogs, wildlife that can be hunted with dogs may be chased, but not taken. Only a pistol with blank ammunition may be used during daylight hours to train dogs during closed seasons. A hunting permit or exception is required when training dogs that are chasing wildlife.

Hunting Near Flood Waters or Fire

Wildlife, except waterfowl, may not be pursued or taken while trapped or surrounded by flood waters or while fleeing from flood waters or fire.

Legal Firearm Methods

Legal firearm methods used to hunt wildlife—*except beaver, mink, muskrat, river otter, turtles and fish*—are:

- pistols, revolvers and rifles propelling a single projectile at one discharge (*may not be used for hunting turkey; must be centerfire or a muzzleloader for hunting deer*)
- guns powered by spring, air or compressed gas (*may not be used for hunting turkey. See Fall Deer & Turkey Hunting Regulations and Information booklet for regulations during the firearms deer season.*)
- shotguns not larger than 10 gauge
- crossbows, which are classified as a firearm method
- shotguns with the magazine cut off or plugged to reduce the capacity to not more than 3 shells in the magazine and chamber combined. This restriction does not apply to shotguns used while hunting deer and during the Conservation Order for snow geese.

Legal firearm methods used to hunt deer and turkey are listed in the *Spring Turkey Hunting Information* booklet, available at permit vendors in March, and the *Fall Deer & Turkey Hunting Regulations and Information* booklet, available at permit vendors in the summer.

Fully automatic firearms are prohibited for all hunting.

Bows, which include longbows, compound bows and recurve bows, may be used to take wildlife during hunting seasons. Arrows containing any drug, poison, chemical or explosive are prohibited, but illuminated sights, scopes, quickpoint sights and hand-held string releasing mechanisms may be used.



Baiting Not Allowed

Migratory birds, turkey and deer may not be hunted with the aid of bait. An area is considered baited for 10 days following complete removal of the bait. It is legal, however, to hunt over food plots. For complete baiting rules, see special deer, turkey and migratory bird hunting regulation booklets.

Atlatl and slingshot may be used to take wildlife (except deer and turkey) during hunting seasons. Darts containing any drug, poison, chemical or explosive are prohibited.

Hunting Game Birds

All legal firearms listed above are allowed for hunting crows. Only shotguns are allowed for hunting other game birds.

Special Provision During the Firearms Deer Season

Except for the muzzleloader portion, other wildlife may be hunted only with a shotgun and shot not larger than No. 4 or a .22 or smaller caliber rimfire rifle. This does not apply to waterfowl hunters, trappers, or to landowners on their land.

Motor driven conveyances may not be used to take, drive or molest wildlife. Deer may not be hunted from a boat with a motor attached; however, a motor boat may be used to hunt other wildlife if the motor is shut off and the boat's forward progress has stopped.

Artificial lights may be used only to hunt bullfrogs and green frogs, or to hunt raccoons and other furbearing animals when treed with the aid of dogs. Using lights or any other night vision or thermal imagery equipment to search for, spot, illuminate, harass or disturb other wildlife is a violation of the *Wildlife Code*. This rule does not apply to landowners on their property.

Public Roadways

You may not take any wildlife from or across a public roadway with a firearm, bow or crossbow. A Conibear-type trap may be used adjacent to public roadways only if set underwater in permanent waters.

Poisons, tranquilizing drugs, chemicals or explosives may not be used to take wildlife.

Electronic calls may be used to pursue and take crows or furbearers only, but without the aid of an artificial light or night-vision equipment. Mouth and hand calls may be used any time. Electronic calls or electronically activated calls may not be used or possessed while hunting species other than crows or furbearers.

Giving Away Wildlife

You may give wildlife to another person, but it will continue to be a part of your daily limit for the day when taken. Deer and turkey must be labeled with your full name, address, date taken and Telecheck confirmation number. All other wildlife must be labeled with your full name, address, permit number, species

and the date taken. Wildlife received as a gift will be included in the possession limit of the person you give it to.

Wildlife Identification

You must keep any wildlife you take separate or identifiable from that of any other hunter.

Possessing, Transporting and Storing Wildlife

You can possess and transport wildlife as part of your personal baggage. It may be stored at your home, camp, place of lodging or in a commercial establishment. If you store wildlife other than deer or turkey taken in Missouri, it must have the owner's full name, address, permit number, species and the date it was placed in storage. If you transport wildlife, it must have the full name, address and permit number of the taker and the date it was taken. Commercially processed deer must be claimed or stored by the owner by May 1 following the season taken or the owner shall be in violation.

Deer and turkey taken in Missouri must be labeled with the full name and address of the taker, the date taken and the Telecheck confirmation number.

Unless federal regulations prohibit, you may buy, sell or barter feathers, squirrel pelts, rabbit pelts, groundhog pelts, turkey bones, turkey heads, deer heads, antlers, hides or feet. They must be accompanied by a bill of sale showing the seller's full name, address and the number and species of the parts, and the full name and address of the buyer. Wildlife and wildlife parts, after mounting or tanning, also may be bought and sold.

People who receive or purchase deer heads or antlers attached to the skull plate must keep the bill of sale as long as the heads or antlers are in their possession. The bill of sale must include the transaction date and a signed statement from the sellers attesting that the deer heads and antlers were, to their knowledge, taken legally.

For your safety, you are urged to wear hunter orange whenever you are hunting.

To comply with regulations, however, you **must** wear a hunter-orange outer garment and cap when:

- firearms deer hunting
- hunting small game and furbearers in any area where hunting deer with centerfire firearms is allowed. Hunter orange is not required for small game hunters during the muzzleloader portion of the firearms deer season.
- archery hunting during the youth portions and antlerless portion (in open counties) of the firearms deer season.

Note: Camouflage orange garments do not meet the hunter-orange requirement. For other hunter-orange regulations, see the *Fall Deer & Turkey Hunting Regulations and Information* booklet, available in the summer.

Deer Hunting

Opening dates for the 2010 deer hunting seasons are shown below. The closing dates and the rest of the regulations will be announced the summer before the season. For more details, see the *Fall Deer & Turkey Hunting Regulations and Information* booklet, available in the summer from permit vendors, Conservation Department offices and online at mdc.mo.gov/7442.

Archery Season: Begins Sept. 15

Firearms Season

Urban zones portion: Begins Oct. 8, in select areas

Early youth portion (*age 6 through 15 only*): Begins Oct. 30, statewide

November portion: Begins Nov. 13, statewide

Antlerless portion: Begins Nov. 24, in select counties

Muzzleloader portion: Begins Dec. 18, statewide

Late youth portion (*age 6 through 15 only*): Begins Jan. 1, statewide

Managed Deer Hunts:

Missouri has many special modern firearms, shotgun, archery and muzzleloading firearms managed hunts during fall and winter. Hunters permanently confined to a wheelchair may participate in more than one managed deer hunt. Applications are accepted from July 1 to Aug. 15. Hunters are selected by computerized random drawing for the number of available hunting slots. See *Fall Deer & Turkey Hunting Regulations and Information* booklet or mdc.mo.gov/7442 for details on managed hunts and the selection process.

New! Requirements for bringing harvested deer, moose and elk into Missouri

To keep chronic wasting disease out of Missouri, hunters who transport harvested deer, moose or elk with the spinal column or head attached must report the carcasses' entry into Missouri to the Conservation Department by calling a toll-free number within 24 hours of entering the state. The carcass must be taken to a licensed meat processor or taxidermist within 72 hours of entry. Meat processors and taxidermists must dispose of the spinal cord and other parts in a properly permitted landfill.

Hunters do not need to contact the Department if they are bringing back cut and wrapped meat that has been boned out, quarters and other portions of meat with no part of the spinal column or head attached; hides or capes from which all excess tissue has been removed; antlers; antlers attached to skull plates or skulls cleaned of all muscle and brain tissue; upper canine teeth; and finished taxidermy products.

To report a carcasses' entry into Missouri, call 877/853-5665.

Your purchase of hunting and fishing equipment and motorboat fuels supports wildlife and sport fish restoration and boating access facilities.



Furbearer Hunting

Coyote taken with hunting permit

Season: All year, except coyotes may NOT be hunted during daylight hours from April 1 through April 18, and may not be hunted at all during the spring turkey season from April 19 through May 9. See the *Fall Deer & Turkey Hunting Regulations and Information* booklet, which is available in the summer, for additional limitations during firearms deer season.

Daily bag limit: any number

Possession bag limit: any number

Badger, bobcat, gray fox, red fox, opossum, raccoon and striped skunk taken with a hunting permit

Season: Nov. 15, 2010—Jan. 31, 2011

Daily bag limit: any number

Possession bag limit: any number

Note: The pelts of bobcats taken by hunting and trapping must be delivered to an agent of the Conservation Department for registration or tagging.

See page 22. After pelts are tagged, they can be possessed by the taker throughout the year.

Groundhog Hunting

Season: May 10, 2010—Dec. 15, 2010

Daily bag limit: any number

Possession bag limit: any number

Note: Groundhog pelts can be possessed and sold throughout the year. See regulations on using cage-type traps in the box to the right.

Rabbit Hunting

Jackrabbits are protected at all times and may not be hunted or trapped. Cottontail and swamp rabbits may be hunted according to the following.

Season: Oct. 1, 2010—Feb. 15, 2011

Shooting hours: sunrise to sunset

Daily bag limit: 6 (only 2 may be swamp rabbits)

Possession bag limit: 12 (only 4 may be swamp rabbits)

See regulations on using cage-type traps above.

Use of Cage-type Traps with Hunting Permit

In addition to prescribed hunting methods, you may take groundhogs, squirrels and rabbits with a cage-type trap at any hour during that species' open hunting season if you possess a hunting permit.

The cage-type trap must:

- be labeled with your full name and address
- be attended daily, and
- have an opening 144 square inches or smaller.

Squirrel Hunting

Season: May 22, 2010—Feb. 15, 2011

New! Daily bag limit: 10

New! Possession bag limit: 20

See page 16 for regulations on using cage-type traps.

Bullfrog and Green Frog Hunting

Season: June 30 at sunset—Oct. 31, 2010

For sunset time on June 30, see note on page 21.

Daily bag limit: 8

Only the daily limit may be possessed on waters and banks of waters being hunted.

Possession bag limit: 16

Methods: .22 or smaller caliber rimfire rifle or pistol, pellet gun, bow, crossbow, or by hand or handnet.

Crow Hunting

Season: Nov. 1, 2010—March 3, 2011

Shooting hours: 1/2 hour before sunrise to sunset

Daily bag limit: any number

Possession bag limit: any number

Migratory Bird and Waterfowl Hunting

Dove, rail, snipe, teal, woodcock, duck and goose seasons, limits and other regulations are set by the Conservation Commission after the federal regulations are announced in late summer or early fall. Special regulation booklets for migratory birds and waterfowl will be available at permit vendors and online.

Hunting hours for migratory game birds are 1/2 hour before sunrise to sunset. However, during teal season, teal hunting hours are sunrise to sunset.

Don't drink while you hunt!

According to Missouri law, you are committing a crime if you knowingly possess or discharge a projectile weapon while intoxicated. Don't endanger yourself or others by hunting while under the influence of alcohol.



Conservation Department areas have special hunting and trapping regulations, which can be found online at mdc.mo.gov/atlas.

Pheasant Hunting

Only male pheasants may be taken. A foot or fully feathered head must be left attached to pheasants during transportation and storage. No pheasant may be in the immediate possession of persons while hunting other wildlife in counties or portions of counties closed to pheasant hunting.

Youth-only season in North Zone: Oct. 30—31, 2010

Open to youth age 6 through 15. Youths who are not hunter-ed certified must hunt in the immediate presence of a properly licensed adult; however, the adult may not hunt pheasants.

Daily bag limit: 2

Possession bag limit: 4

North zone season: Nov. 1, 2010—Jan. 15, 2011

Daily bag limit: 2

Possession bag limit: 4

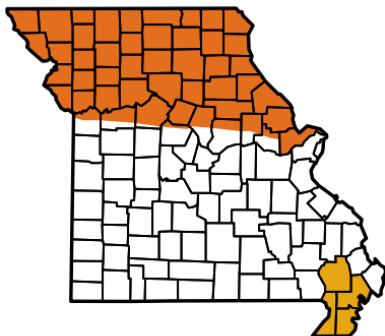
Southeast zone season: Dec. 1—12, 2010

Daily bag limit: 1

Possession bag limit: 1

■ **North Zone:** Open north of Interstate 70, and also in the portion of St. Charles County south of Interstate 70.

■ **Southeast Zone:** Dunklin, New Madrid, Pemiscot and Stoddard counties.



Quail Hunting

Youth-only season: Oct. 30—31, 2010

Open to youth age 6 through 15.

Youths who are not hunter-ed certified must hunt in the immediate presence of a properly licensed adult; however, the adult may not hunt quail. See mentor requirements on page 2.

Daily bag limit: 8

Possession bag limit: 16

Regular season: Nov. 1, 2010—Jan. 15, 2011

Daily bag limit: 8

Possession bag limit: 16



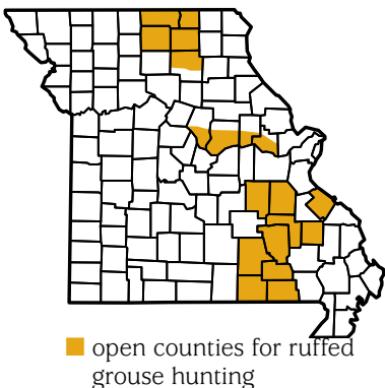
Ruffed Grouse Hunting

Season: Oct. 15, 2010—Jan. 15, 2011

Daily bag limit: 2

Possession bag limit: 4

Open in those parts of Boone, Callaway, Montgomery and Warren counties south of Interstate 70, in that part of Macon County north of U.S. Highway 36, and in Adair, Carter, Crawford, Iron, Madison, Oregon, Putnam, Reynolds, Ripley, Ste. Genevieve, Shannon, Sullivan, Schuyler and Washington counties.



■ open counties for ruffed grouse hunting

Turkey Hunting

Missouri has four seasons for hunting turkeys. During those seasons, managed hunts may be available in certain areas. For more details on managed hunts, season dates, limits and other information, pick up a copy of the *Spring Turkey Hunting Information* booklet, which is available in March, and the *Fall Deer & Turkey Hunting Regulations and Information* booklet, which is available in the summer, from

permit vendors, Conservation Department offices and online at mdc.mo.gov/7442. Possession of electronic calls is prohibited while hunting turkeys.



Youth Spring Turkey Season: April 10-11, 2010

(for residents ages 6 through 15 only)

Season limit: 1 male turkey or turkey with visible beard

Spring Turkey Season: April 19—May 9

Season limit: 2 male turkeys or turkeys with visible beard (Only one may be taken in the first week. During the second and third weeks, one may be taken per day for a total of 2 birds for the season.)

Fall Firearms (shotgun) Turkey Season: Oct. 1—31

Season limit: 2 turkeys of either sex; may be taken on same day

Fall Archery Turkey Season: Sept. 15, 2010, to Jan. 15, 2011, excluding the dates of the November portion of the firearms deer season, which will be announced in the summer.

SUNRISE AND SUNSET AT JEFFERSON CITY, MO

Central Standard Time *

	March 2010		April 2010		May 2010		Sept. 2010		Oct. 2010	
DAY	Rise A.M.	Set P.M.								
1	6:41	6:02	6:54	7:32	6:12	8:01	6:38	7:39	7:05	6:52
2	6:39	6:03	6:52	7:33	6:10	8:02	6:39	7:37	7:05	6:50
3	6:38	6:04	6:51	7:34	6:09	8:03	6:40	7:36	7:06	6:48
4	6:37	6:05	6:49	7:35	6:08	8:03	6:41	7:34	7:07	6:47
5	6:35	6:06	6:47	7:36	6:07	8:04	6:42	7:33	7:08	6:45
6	6:34	6:07	6:46	7:37	6:06	8:05	6:42	7:31	7:09	6:44
7	6:32	6:08	6:44	7:38	6:05	8:06	6:43	7:29	7:10	6:42
8	6:31	6:09	6:43	7:39	6:04	8:07	6:44	7:28	7:11	6:41
9	6:29	6:10	6:41	7:40	6:03	8:08	6:45	7:26	7:12	6:39
10	6:28	6:11	6:40	7:41	6:02	8:09	6:46	7:25	7:13	6:38
11	6:26	6:12	6:39	7:42	6:01	8:10	6:47	7:23	7:14	6:36
12	6:25	6:13	6:37	7:43	6:00	8:11	6:48	7:22	7:15	6:35
13	6:23	6:14	6:36	7:44	5:59	8:12	6:49	7:20	7:16	6:33
14	7:22	7:15	6:34	7:44	5:58	8:13	6:49	7:18	7:17	6:32
15	7:20	7:16	6:33	7:45	5:57	8:14	6:50	7:17	7:18	6:31
16	7:18	7:17	6:31	7:46	5:56	8:15	6:51	7:15	7:19	6:29
17	7:17	7:18	6:30	7:47	5:55	8:15	6:52	7:14	7:20	6:28
18	7:15	7:19	6:28	7:48	5:55	8:16	6:53	7:12	7:21	6:26
19	7:14	7:20	6:27	7:49	5:54	8:17	6:54	7:10	7:22	6:25
20	7:12	7:21	6:26	7:50	5:53	8:18	6:55	7:09	7:23	6:24
21	7:11	7:22	6:24	7:51	5:52	8:19	6:56	7:07	7:24	6:22
22	7:09	7:23	6:23	7:52	5:52	8:20	6:56	7:06	7:25	6:21
23	7:08	7:24	6:22	7:53	5:51	8:20	6:57	7:04	7:26	6:20
24	7:06	7:25	6:20	7:54	5:50	8:21	6:58	7:03	7:27	6:18
25	7:04	7:25	6:19	7:55	5:50	8:22	6:59	7:01	7:28	6:17
26	7:03	7:26	6:18	7:56	5:49	8:23	7:00	6:59	7:29	6:16
27	7:01	7:27	6:16	7:57	5:49	8:24	7:01	6:58	7:30	6:15
28	7:00	7:28	6:15	7:58	5:48	8:24	7:02	6:56	7:31	6:13
29	6:58	7:29	6:14	7:59	5:48	8:25	7:03	6:55	7:32	6:12
30	6:57	7:30	6:13	8:00	5:47	8:26	7:04	6:53	7:33	6:11
31	6:55	7:31			5:47	8:27			7:34	6:10

* Sunrise and sunset from March 14 to Nov. 6 have been converted to Daylight-Saving Time.

	Nov. 2010		Dec. 2010		Jan. 2011		Feb. 2011		These tables are for Jefferson City and points on the same longitude north and south. For locations east, subtract one minute for each 13.5 miles of airline distance. For locations west, add one minute for each 13.5 miles. For example, St. Louis is 106 miles east: subtract 8 minutes; Kansas City is 133 miles west: add 10 minutes.
DAY	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	
1	7:35	6:09	7:07	4:48	7:26	4:58	7:14	5:31	
2	7:36	6:08	7:08	4:48	7:27	4:59	7:14	5:32	
3	7:38	6:07	7:09	4:48	7:27	5:00	7:13	5:33	
4	7:39	6:05	7:10	4:48	7:27	5:01	7:12	5:34	
5	7:40	6:04	7:11	4:47	7:27	5:02	7:11	5:35	
6	7:41	6:03	7:12	4:47	7:27	5:03	7:10	5:36	
7	6:42	5:02	7:13	4:47	7:27	5:04	7:09	5:37	
8	6:43	5:02	7:14	4:47	7:27	5:04	7:08	5:39	
9	6:44	5:01	7:15	4:48	7:26	5:05	7:07	5:40	
10	6:45	5:00	7:15	4:48	7:26	5:06	7:06	5:41	
11	6:46	4:59	7:16	4:48	7:26	5:07	7:04	5:42	
12	6:47	4:58	7:17	4:48	7:26	5:08	7:03	5:43	
13	6:49	4:57	7:18	4:48	7:26	5:09	7:02	5:44	
14	6:50	4:56	7:18	4:48	7:25	5:10	7:01	5:45	
15	6:51	4:56	7:19	4:49	7:25	5:12	7:00	5:46	
16	6:52	4:55	7:20	4:49	7:25	5:13	6:59	5:48	
17	6:53	4:54	7:20	4:49	7:24	5:14	6:57	5:49	
18	6:54	4:54	7:21	4:50	7:24	5:15	6:56	5:50	
19	6:55	4:53	7:22	4:50	7:23	5:16	6:55	5:51	
20	6:56	4:52	7:22	4:51	7:23	5:17	6:54	5:52	
21	6:57	4:52	7:23	4:51	7:22	5:18	6:52	5:53	
22	6:58	4:51	7:23	4:52	7:22	5:19	6:51	5:54	
23	6:59	4:51	7:24	4:52	7:21	5:20	6:50	5:55	
24	7:00	4:50	7:24	4:53	7:21	5:21	6:48	5:56	
25	7:01	4:50	7:25	4:53	7:20	5:23	6:47	5:57	
26	7:02	4:49	7:25	4:54	7:19	5:24	6:45	5:58	
27	7:03	4:49	7:25	4:55	7:18	5:25	6:44	5:59	
28	7:04	4:49	7:26	4:55	7:18	5:26	6:43	6:00	
29	7:05	4:48	7:26	4:56	7:17	5:27			
30	7:06	4:48	7:26	4:57	7:16	5:28			
31			7:26	4:57	7:15	5:29			

Note: The season for bullfrogs and green frogs begins June 30, 2010, at sunset, which is 8:37 p.m. Daylight-Saving Time in Jefferson City.

For the sunrise and sunset times in your area, see the U.S. Naval Observatory web site: aa.usno.navy.mil/

Trapping: Seasons and Limits

Badger, bobcat, coyote, gray fox, red fox,

mink, opossum, raccoon, striped skunk season: Nov. 15, 2010—Jan. 31, 2011

Daily bag limit: Any number

Possession bag limit: Any number

Bobcat pelts must be registered or tagged. See below.

Weasels and spotted skunks may not be taken.

Rabbit season: Nov. 15, 2010—Jan. 31, 2011

Daily bag limit: 6

Possession bag limit: 12

Daily limit includes no more than 2 swamp rabbits; possession limit includes no more than 4 swamp rabbits. Carcasses may not be sold. Jackrabbits may not be taken at any time. Also see hunting regulations on page 16.

New! Otter and muskrat season:

Nov. 15, 2010—Feb. 20, 2011

statewide

Daily bag limit: Any number

Possession bag limit: Any number

Otter pelts must be registered or tagged. See below.

Beaver and nutria season:

Nov. 15, 2010—March 31, 2011

Daily bag limit: Any number

Possession bag limit: Any number



General Provisions

- The homes, nests or dens of furbearers must not be molested or destroyed.
- No person shall accept payment for furbearers taken by another.
- Wildlife held in traps, snares or cable restraint devices may be killed or removed only by the user.
- Furbearer pelts may be possessed, transported, consigned for processing and sold only by the taker from Nov. 15 through Feb. 15. Beaver, muskrat, nutria and otter pelts may be possessed, transported, consigned for processing and sold by the taker from Nov. 15 through April 10.
- Bobcats and otters or their pelts must be delivered to an agent of the Conservation Department for registration or tagging before selling, transferring, tanning or mounting by April 10. Tagged bobcats, otters or their pelts may be possessed by the taker throughout the year and may be sold only to licensed taxidermists, tanners or fur dealers. It is illegal to purchase or sell untagged bobcats, otters or their pelts. *Tagging tip: To make it easier to tag a pelt without damaging it, put a pencil or stick through the upper lip and eye socket before freezing the skin. The tag can be easily placed in those holes when the pelt is registered.*

- The Resident Fur Handlers Permit allows trappers from Feb. 16 through June 1 to possess, process, transport and ship untanned and raw pelts and carcasses they have taken themselves. Pelts sold to fur dealers in Missouri must be fleshed, stretched and dried. See page 8 for more details.
- Restrictions on possession do not apply to tanned pelts, mounted specimens or manufactured products.
- Skinned carcasses of legally taken furbearers may be sold throughout the year.

Traps:

- may be placed and set for furbearers at 12:01 a.m. on Nov. 15 and must be removed by midnight of the last day of trapping season.
- must have smooth or rubber jaws only, and may include foot-hold, Conibear or other killing-type, foot-enclosing-type, cage-type, colony traps with openings no greater than 6 inches in height and 6 inches wide, snares set underwater only, and cable restraint devices. You may not use snares in a dry land set or pitfalls, deadfalls or nets.
- must be plainly labeled on durable material with the user's full name and address. Wildlife must be removed or released from traps daily; except for colony and killing-type traps, which must be checked every 48 hours.
- may not be set in paths made or used by people or domestic animals. Killing-type traps may not be set along public roadways, except underwater in permanent waters. Within communities having 10,000 or more inhabitants, only cage-type or foot-enclosing-type traps may be set within 150 feet of any residence or occupied building.
- may be used in conjunction with electronic calls.

Killer or Conibear-type traps:

- with a jaw spread greater than 5 inches may be set underwater, but not in any dry land set.
- with a jaw spread not greater than 8 inches may be set 6 feet or more above ground level in buildings.

Snares must:

- be set underwater.
- have a loop 15 inches or less in diameter when set.
- have a stop device that prevents the snare from closing to less than 2 1/2 inches in diameter.
- made with cable that is between 5/64 inch and 1/8 inch in diameter.
- have a mechanical lock and anchor swivel.

Special Use Permit Required to Trap on Conservation Areas

Trapping with dog-proof style and other traps is allowed on many conservation areas. A Special Use Permit is required, and these must be applied for at least 30 days before trapping begins. Contact the area manager at the regional office to see what opportunities are available in your area. See page 33.

Training Required to Use Cable Restraint Devices

When used correctly, cable restraint devices hold animals alive and allow trappers to release non-target animals unharmed. **New!** The devices can be used to take furbearers from Dec. 15, 2010, through Feb. 28, 2011, by trappers who have successfully completed a cable restraint training course, validated by a certified instructor. For information on the training course, contact a regional office. See page 33.

Cable restraint devices must:

- be made of stranded steel cable, not greater than 5 feet long (not including extension, with a diameter of not less than 5/64 inch and equipped with a commercially manufactured breakaway rated at 350 pounds or less, a relaxing-type lock, a stop device that prevents it from closing to less than 2 1/2 inches in diameter, and an anchor swivel. **Note:** Compression-type chokes and other mechanically powered springs are prohibited.
- have a loop size of 12 inches diameter or smaller when set.
- have the bottom of the cable loop set at least 6 inches or greater above the ground.
- be anchored solidly or staked in a location not allowing entanglement.
- be checked daily.

Cable restraint devices must NOT be:

- capable of extending to within 12 inches of a fence.
- set using a drag.
- set with a kill-pole.
- used within 150 feet of any dwelling or driveway leading to a dwelling.

Note: Trappers may not possess live coyotes, red fox and gray fox after March 15.



Discover a New Place to Hunt

Find conservation areas to explore or hunt at mdc.mo.gov/atlas. For a free printed map, send an e-mail to pubstaff@mdc.mo.gov or write to "Discover Outdoor Missouri," Missouri

Department of Conservation,
P.O. Box 180, Jefferson City,
MO 65102-0180.

Hunters with limited mobility

can use the Conservation Department's disabled-accessible hunting areas. For a comprehensive list of these areas and other facilities around the state, send an e-mail to pubstaff@mdc.mo.gov or write to: "Disabled-accessible Outdoors," P.O. Box 180, Jefferson City, MO 65102-0180.



Sharing Your Harvest

Part of the joy of hunting is enjoying venison the rest of the year. If you know that your deer will provide you with more venison than you can use, you can donate a portion of that deer to the needy through the Share the Harvest program. Simply have your deer processed at participating processors listed in the *Fall Deer & Turkey Hunting Regulations and Information* booklet and let them know what portion you would like to donate to the local food pantry.

Hunters who donate venison are responsible for paying the processing fee. However, a processing payback program may pay some or all of your costs when donating an entire deer. During some portions of the season, full processing is provided to encourage hunters to harvest extra deer in high population areas. Check the *Fall Deer & Turkey Hunting Regulations and Information* booklet and with participating processors in your area for details.

To learn more about the program or find out how your organization can become a sponsor, contact the Conservation Department's Jefferson City office. See page 33.

For more information about the processing payback program, call the Conservation Federation at (573) 634-2322 or go to confedmo.org.



Poachers, Beware!

Convicted wildlife violators lose hunting & fishing privileges in 31 states!

Missouri is a member of the Interstate Wildlife Violator's Compact, an agreement whereby 31 participating states share information about game law violators and honor each other's decisions to deny permits to perennial poachers.

In the past, poachers whose hunting, fishing or trapping privileges were suspended in one state could drive to another state and purchase a permit.

Now, if your permit is revoked in Missouri, you will lose privileges in Alaska, Arizona, California, Colorado, Florida, Georgia, Idaho, Illinois, Indiana, Iowa, Kansas, Kentucky, Louisiana, Maryland, Michigan, Minnesota, Mississippi, Montana, Nevada, New Mexico, New York, North Dakota, Ohio, Oregon, South Dakota, Tennessee, Utah, Washington, Wisconsin and Wyoming. Missouri, in turn, will honor revocations in these same states.

21 Conservation Areas Require Nontoxic Shot Only

Conservation areas that have larger wetlands where sizeable numbers of waterfowl and shorebirds concentrate in the fall and spring have a nontoxic-shot-only regulation for all hunting with a shotgun.

The nontoxic shot regulation on these areas eliminates the deposition of lead shot, ingestion of which can be fatal to all birds including doves and scavenging birds, such as eagles, that feed on waterfowl with lead shot in the carcass. Mounting evidence points to lead poisoning occurring in over 30 species of birds other than waterfowl.

The nontoxic shot rule applies to all hunting on these areas with a shotgun including dove, turkey, quail, rabbit and squirrel. Since 1991, waterfowl hunters in Missouri have used nontoxic shot for all duck, goose and coot hunting.

Many of the 21 conservation areas included in the nontoxic-shot requirement offer good dove hunting, which can be a significant source of lead shot poisoning in birds. Good quality nontoxic-shot shell alternatives for all gauges are available commercially at a reasonable cost. Modern steel and bismuth/tin shot shells are effective alternatives for taking birds.

Below are the conservation areas where the use or possession of lead shot is prohibited for hunting:

- Black Island
- Bob Brown
- Columbia Bottom
- Cooley Lake
- Coon Island
- Duck Creek
- Eagle Bluffs
- Fountain Grove
- Four Rivers
- Grand Pass
- B.K. Leach Memorial
- Little Bean Marsh
- Little River
- Marais Temps Clair
- Montrose
- Nodaway Valley
- Otter Slough
- Schell-Osage
- Settle's Ford
- Ted Shanks
- Ten Mile Pond

As of Oct. 20, 2009, shot types approved as being nontoxic by the U.S. Fish and Wildlife Service are:

- bismuth-tin
- iron (steel)
- iron-tungsten
- iron-tungsten-nickel
- tungsten-bronze (2 types)
- tungsten-iron-copper-nickel
- tungsten-matrix
- tungsten-polymer
- tungsten-tin-iron
- tungsten-tin-bismuth
- tungsten-tin-iron-nickel
- New! tungsten-iron-polymer



**Check the U.S. Fish and Wildlife Service website at
www.fws.gov/migratorybirds/CurrentBirdIssues/nontoxic.htm
for up-to-date information.**

ATV Users: Don't risk losing your fishing & hunting privileges!

It is illegal for anyone (except landowners and lessees on land they own or lease and certain agricultural workers) to drive ATVs in Missouri's streams and rivers unless the ATV is on a crossing that is part of the highway system. Violators could lose their fishing and hunting privileges.

Using ATVs and Horses on Conservation Department Areas

Any vehicle use is restricted to graveled and paved roads and established parking areas, unless otherwise posted.

Horses and horseback riding are permitted only on trails designated for their use and on roads and trails open to vehicular traffic, unless otherwise posted. For more information, contact the area manager. See page 33.

Using ATVs, Horses and Motorcycles in Mark Twain National Forest

In Mark Twain National Forest, you may ride on any open, numbered Forest Service road in counties where all-terrain-vehicle county permits are issued, provided you abide by Missouri state motor vehicle regulations. Forest Service maps showing numbered Forest Service roads may be purchased at any Forest Service office. See page 5 for contact information.

Not all open roads appear on maps. Some roads may be closed to ATV use. You also may ride on designated motorcycle and ATV trails at Chadwick Motorcycle and ATV Use Area in Christian County and at Sutton Bluff Motorcycle and ATV Use area in Reynolds County if you have a Forest Service permit. Daily and annual permits may be purchased at the Salem and Ava District offices and at businesses near trail areas.

Equestrian use is permitted on most of the 700 miles of Mark Twain National Forest trails. Equestrian use of roads and two track trails also is permitted. Use the "Tread Lightly" ethic to travel and recreate with minimum impact.

See www.treadlightly.org.

New nature magazine for kids



Inspire the children in your life to get outside! Sign them up for *Xplor*; and six times a year, your kids will receive stories and photos about Missouri coolest critters, niftiest natural places and lively outdoor activities. The magazine is free to Missouri residents. Out-of-state subscriptions are \$5 a year. Foreign subscriptions are \$8 a year. Include payment with request. Parental consent is required.

To subscribe, go to mdc.mo.gov/xplor, call 573/522-4115, ext. 3856, or write to Xplor, P.O. Box 180, Jefferson City, MO 65102-0180. You'll begin receiving the magazine in about 6 to 8 weeks. One magazine per household, please.

Help Stop Feral Hogs

Since the days of open range, a few Missouri counties have had populations of domestic wild hogs. In recent years those hogs have been crossed with the European boar strain to produce animals that reproduce prolifically and have strong survival instincts that make them especially wary. Populations of feral hogs have been reported in 20 counties primarily south of Highway 50, with estimated numbers of more than 5,000.



Feral hogs

- can be aggressive and may attack, especially when protecting their young.
- spread diseases to humans, pets and domestic animals.
- damage crops, vineyards and forest land.
- contribute to soil erosion and siltation of streams.
- destroy natural communities.
- compete with native wildlife, such as turkeys, for food.
- eat anything they can catch, including reptiles, amphibians, deer fawns, bird eggs and newly born livestock.

How hunters can help

Intense hunting pressure has helped reduce the number of feral hogs in Missouri. However, because of high reproductive rates of around 12 piglets a year, populations grow rapidly if left unchecked. It is legal to kill feral hogs on your own property and on public lands where allowed.

A feral hog is defined as any hog, including Russian and European wild boar, that is not conspicuously identified by ear tags or other forms of identification and is roaming freely upon public or private lands without the landowner's permission. If you kill a feral hog that meets the above definition on public land or on private land where you have permission to hunt, you are not liable for the loss of the animal if someone claims ownership.

- If you see a feral hog while hunting other game, ***shoot it on sight!***
- If you see someone releasing hogs, report them immediately.

Report Illegal Hog Releases

It is illegal to release feral hogs in Missouri. Call **Operation Game Thief** toll-free at **1-800-392-1111** if you see someone releasing hogs.

Feral hog tips

- Feral hogs are not native to Missouri, and can be taken in any number at any time. Before shooting, however, look for ear tags or other forms of identification to be certain the hog is feral and is not escaped livestock.
- No permit is needed to pursue feral hogs except during deer and turkey seasons. See deer and turkey regulation booklets for details.
- Because feral hogs move frequently in response to hunting pressure and food sources, local conservation agents cannot provide specific site locations.
- Most opportunities to shoot feral hogs are limited to public lands in Mark Twain National Forest and in Phelps, Pulaski, Texas, Iron, Reynolds, Barry and Stone counties; and U.S. Army Corps of Engineers properties around Stockton, Truman, Wappapello and Table Rock lakes. Check with area managers for special regulations.
- For best results, use a repeating firearm suitable for deer hunting. If using muzzleloaders or bows, hunt from tree stands for extra safety.
- Wear plastic or rubber gloves while dressing wild hogs. Bury the offal to prevent disease to other animals.
- Don't feed raw meat or organs to pets or livestock.
- As with all pork, cook the meat thoroughly before eating.
- Help with disease testing by collecting blood from hogs you kill. Free testing kits are available at Department regional offices, or you can use a small, clean jar of your own. Send the blood sample to the Missouri Department of Agriculture Animal Health Laboratory, 216 El Mercado Plaza, P.O. Box 630, Jefferson City, MO 65102-0630. Label the jar with your name, address and telephone number, along with the date and location of the kill.
- Report sightings to the Department by calling 573/522-4115, ext. 3147, to the state veterinarian's office at 573/751-3377 or to the USDA Wildlife Service at 573/449-3033.

If you hit a deer...

Motorists occasionally are involved in accidents with deer in which the deer are killed or seriously injured. If this happens to you:

- Don't approach the animal if it is still alive. An injured deer can be dangerous!
- Contact the county conservation agent, the nearest Conservation Department regional office (see page 33 for phone numbers), law enforcement officer of the county or city where the accident occurred, or call the Missouri Department of Transportation toll-free at 1-888-275-6636.

Definitions

- **Antlered Deer:** A deer having at least one antler at least 3 inches long.
- **Atlatl:** A rod or narrow board-like device used to launch, through a throwing motion of the arm, a dart 5 to 8 feet in length. **Note:** Atlatls may be used for hunting small game. See page 13.
- **Bow:** A device drawn and held by hand and not fastened to a stock nor to any other mechanism that maintains the device in a drawn position. This definition includes longbows, recurve bows and compound bows.
- **Chase or Chased:** The act of using dogs to follow wildlife for the purpose of recreation or dog training, but not for the purpose of catching or taking that wildlife.
- **Days or Dates:** All days and dates are inclusive. A day begins or ends at midnight, unless otherwise specified.
- **Firearm:** Pistols, revolvers and rifles propelling a single projectile at one discharge including those powered by spring, air or compressed gas, and shotguns not larger than 10 gauge.
- **Furbearing Animals, Furbearers:** Badger, beaver, black bear, bobcat, coyote, gray fox, red fox, mink, mountain lion, muskrat, nutria, opossum, raccoon, river otter, spotted skunk, striped skunk and long-tailed weasel. **Note:** Open seasons exist for all furbearers except black bear, mountain lion, spotted skunk and long-tailed weasel.
- **Game Birds:** Coot, crows, ducks, geese, ruffed grouse, Eurasian collared-dove, mourning dove, white-winged dove, ring-necked pheasant, bobwhite quail, rails, snipe, turkey and woodcock.
- **Game Mammals:** Deer, groundhog (woodchuck), cottontail rabbit, jackrabbit, swamp rabbit, fox squirrel, gray squirrel and furbearers as defined above. **Note:** Open seasons exist for all game mammals except jackrabbits, and for all furbearers except black bear, mountain lion, spotted skunk and long-tailed weasel.
- **Lessee:** Any Missouri resident who lives on and leases at least 5 acres of land in one single tract owned by others. This also includes any member of the immediate household whose legal residence is the same as the lessee for at least the past 30 days.
- **Managed Deer Hunt:** A prescribed deer hunt conducted on a designated area, which may include conservation areas, state parks, national wildlife refuges, military bases, private land, and city or county properties.
- **Muzzleloading Firearm:** Any firearm capable of being loaded only from the muzzle.
- **Night-vision Equipment:** Optical devices (*i.e., binoculars or scopes*) using light amplifying circuits that are electrical or battery-powered.
- **Possessed and Possession:** The actual and constructive possession and control of things referred to in the *Wildlife Code*.
- **Public Roadway:** The right of way which is owned either outright or by easement by any public entity, or which is used by the general public for travel and is also regularly maintained by any public entity.

- **Pursue or Pursued:** The act of trying to find, seek or search for wildlife for the purpose of taking wildlife.
- **Resident Landowner:** Any Missouri resident who owns at least 5 continuous acres, and his or her immediate household members whose legal residence is the same as the landowner for at least the past 30 days. In the case of corporate ownership, only registered officers of corporations meet this definition and they are not required to reside on the land. Persons who own stock in a corporation (shareholders) do not meet this definition.
- **Sell:** To offer for sale or to exchange for compensation in any material form.
- **Take or Taking:** Killing, trapping, snaring, netting or capturing any wildlife in any manner; also refers to pursuing, molesting, hunting, wounding; or the placing, setting or use of any device in an attempt to take wildlife; and every act of assistance to every other person in taking or attempting to take any wildlife.



Operation Game Thief/Forest Arson

Each conservation agent has about 444 square miles to oversee—a large area for just one pair of eyes. Citizens can help by reporting wildlife law violations.

Operation Game Thief and Operation Forest Arson are privately funded programs to help combat poaching and arson-caused forest fires in Missouri. Rewards are available for information leading to the arrest of game law violators and forest arsonists.

If you see a possible violation in progress, call your county conservation agent immediately or dial the toll-free number below:

1-800-392-1111

All information is kept in strict confidence. Desirable information includes names of violators, vehicle description and license number, as well as the violation location.

Help put game thieves and arsonists out of business.

Sponsored by the Conservation Federation of Missouri, the Missouri Department of Conservation and the U.S. Forest Service.





A Hunter's Responsibilities

The future of hunting is in your hands. To protect your sport you should always:

- Obtain permission from landowners if you hunt on private land.
- Remember landowners are your hosts. Follow their advice on where to hunt and offer to share your game with them.
- Invite landowners to hunt with you.
- Hunt only in areas designated by the landowner and observe safety zones around buildings and livestock.
- Respect the landowner's equipment, livestock and fences. Leave gates as you find them. Notify the landowner about damage you see.
- Obey firearms safety rules and game laws and insist that your companions do likewise.
- Control your dog, stay out of unharvested crops, and do not litter.
- Make every effort to find wounded animals, and clean and care for game properly.
- Acquire the skills and knowledge of a responsible hunter by continually improving your marksmanship and your knowledge of wildlife species, field care of game and principles of wildlife management.
- Support conservation efforts and wildlife management programs, and provide an example to broaden public understanding and support of hunting.
- Thank landowners for the privilege of hunting on their land. Remember that hunting is a privilege, not a right. Make your hunting trips safe and pleasant ones.
- Report observed violations to a conservation agent or local sheriff.

Contact Information

Administrative Office

P.O. Box 180 (zip 65102)
2901 W. Truman Blvd.
Jefferson City 65109
573/751-4115
Fax: 573/751-4467

Northwest

701 James McCarthy Drive
St. Joseph 64507
816/271-3100
Fax: 816/271-3107

Northeast

3500 S. Baltimore
Kirksville 63501
660/785-2420
Fax: 660/785-2553

Kansas City

3424 N.W. Duncan
Road
Blue Springs 64015
816/655-6250
Fax: 816/655-6256

Central

1907 Hillcrest Drive
Columbia 65201
573/884-6861
Fax: 573/882-9807

St. Louis

2360 Highway D
St. Charles 63304
636/441-4554
Fax: 636/926-9125

Ozark

551 Joe Jones Blvd.
West Plains 65775
417/256-7161
Fax: 417/256-0429

Southwest

2630 N. Mayfair
Springfield 65803
417/895-6880
Fax: 417/895-6910

Southeast

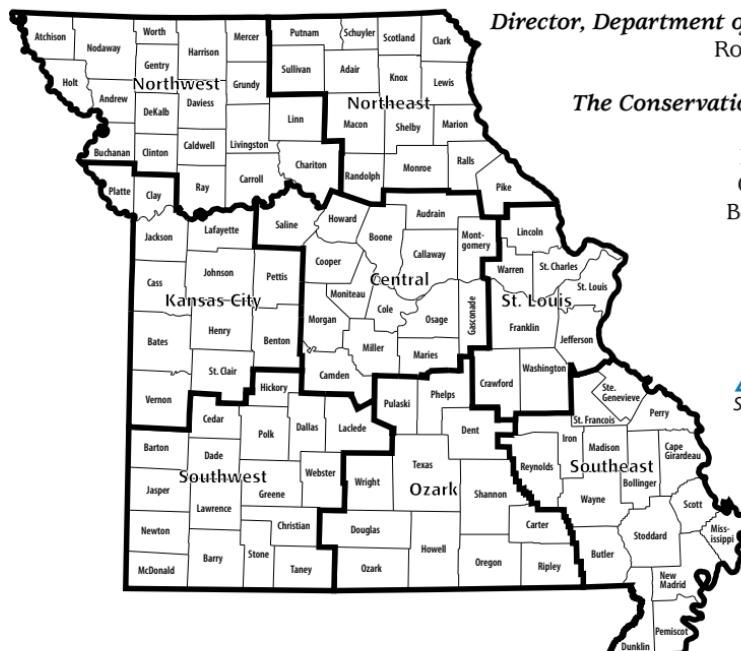
2302 County Park Drive
Cape Girardeau 63701
573/290-5730
Fax: 573/290-5736

Director, Department of Conservation

Robert L. Ziehmer

The Conservation Commission

Don C. Bedell
Don R. Johnson
Chip McGeehan
Becky L. Plattner



Web address: mdc.mo.gov

Equal opportunity to participate in and benefit from programs of the Missouri Department of Conservation is available to all individuals without regard to their race, color, national origin, sex, age or disability. Questions should be directed to the Department of Conservation, P.O. Box 180, Jefferson City, MO 65102, (573) 751-4115 (voice) or 800-735-2966 (TTY), or to the U.S. Fish and Wildlife Service Division of Federal Assistance, 4401 N. Fairfax Drive, Mail Stop: MBSP-4020, Arlington, VA 22203.



10 Commandments of Firearms Safety

1. Always keep the muzzle pointed in a safe direction.
2. Treat every firearm as though it were loaded.
3. Always make sure the firearm is unloaded and the action open except when actually hunting or preparing to shoot.
4. Be sure the barrel and action are clear of obstructions and that you have the proper ammunition for the firearm you are carrying.
5. Be sure of your target before you pull the trigger.
6. Never point a firearm at anything you do not want to shoot.
Avoid all horseplay with a firearm.
7. Never climb or jump an obstacle with a loaded firearm.
8. Never shoot at a flat, hard surface or water.
9. Store firearms and ammunition separately.
10. Avoid alcohol and other drugs before or during shooting.